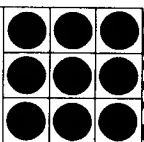


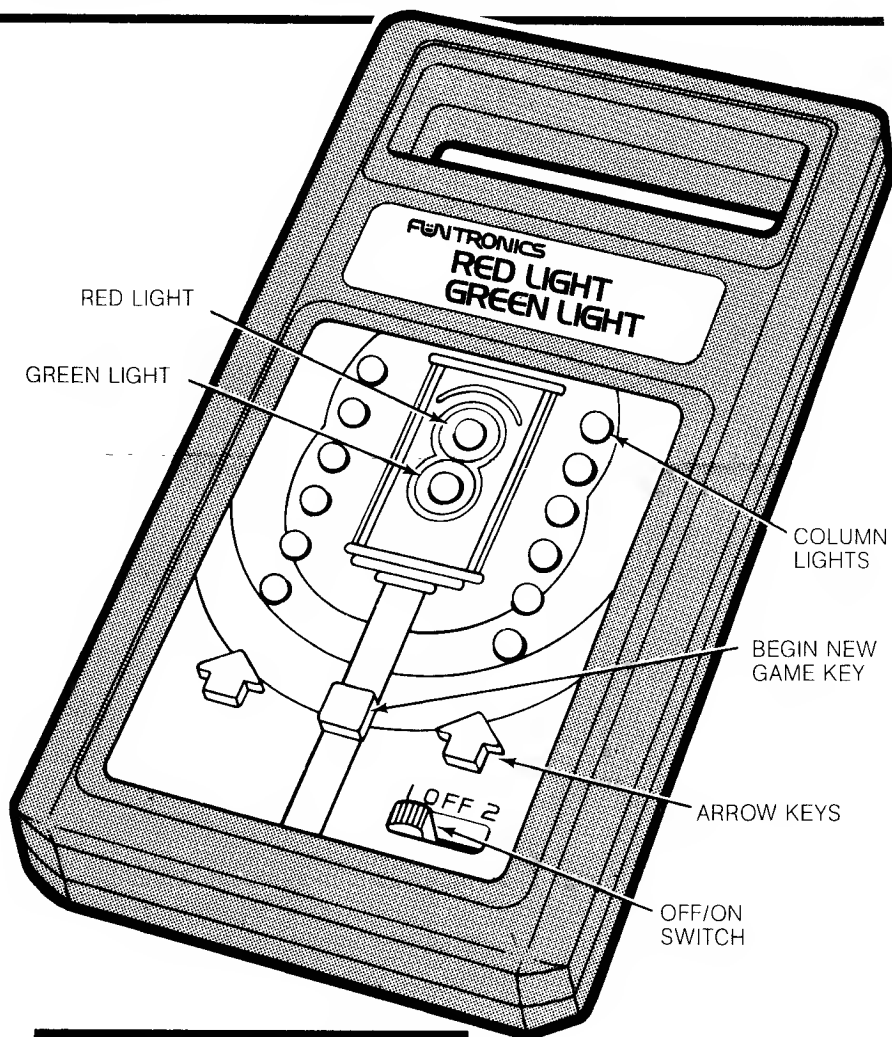
FUNTRONICS™ RED LIGHT GREEN LIGHT™



GAMES

1604-0920

INSTRUCTIONS



OBJECT OF THE GAME

Battle against your opponent and avoid the red light. Wait for the green and try to be first to the top. Or play by yourself and try to make it to the top without being sent back.

GETTING READY TO PLAY

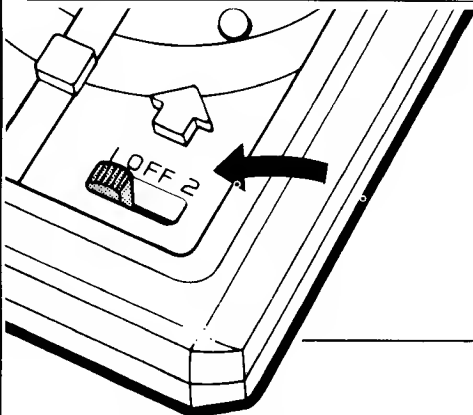
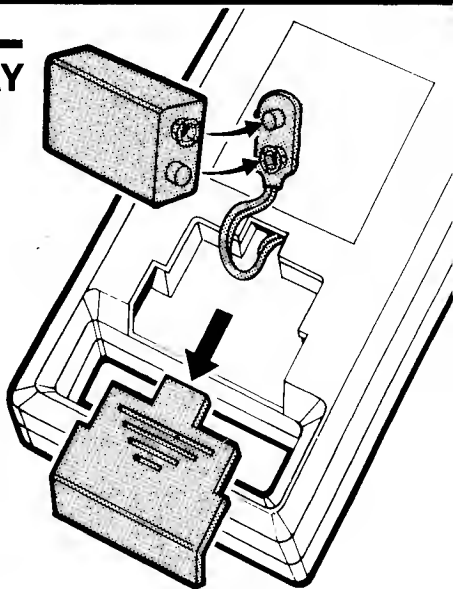
Insert battery by sliding open the back cover of the game. Attach one 9-volt battery to connector. Replace cover. Alkaline battery recommended for longer playing time.

TO REMOVE BATTERY:

Place the blade of a small screwdriver between the battery posts, then pry up gently. **Important:** Do not pull the plastic wire connector to loosen it.

BATTERY REPLACEMENT:

Do not pull off the plastic connector. Use screwdriver, pry up gently. Avoid battery leakage. Don't leave screwdriver in contact with terminals more than a few seconds.

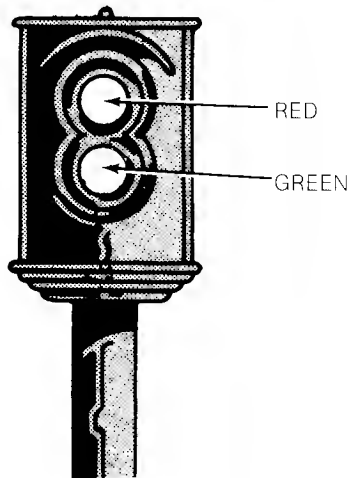


HOW TO PLAY

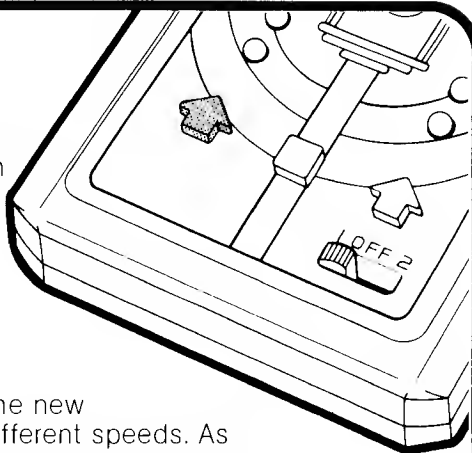
1 Start the game by moving OFF switch to Position 1. "Call-to-post" sound signals the start of the game.

2 When the green light flashes, quickly press your arrow key as many times as you want. If you're fast, you could now have one or more lights lit.

3 But, if the red light comes on when you are pressing the arrow key, your lights go out, and you are sent back to the bottom. Hurry, there's still time to beat your opponent.



4 Continue towards the top by pressing your arrow key once each for lights 1, 2, 3, 4, and then press twice each for lights 5 and 6. When someone wins, the lights will flash and there will be a rousing victory sound.



5 Setting the game speed starts the new game. And you can play at three different speeds. As the speed increases, the red and green lights flash faster and faster. So when you want to add challenge to the game, choose a faster speed and play away.

For regular game speed, just push the square button to start the game. For a fast game, hold down the left arrow as you press and release the square button. Then release arrow key. For a super fast game, hold down the right arrow as you press and release the square button. Then release arrow key.



6 Change to Position 2 and the challenge is more difficult. Now you press the arrow key twice each for lights 1, 2, 3, 4, and four times each for lights 5 and 6. Here also, you can choose any of the three speed settings.

TAKE CARE OF YOUR GAME

Treat **RED LIGHT GREEN LIGHT™** with care. Don't drop it or get it wet or dirty.

IMPORTANT INFORMATION

If lights appear to be dim or malfunctioning, this is the first sign of battery wear. A fresh battery should solve the problem. We recommend using a 9-volt alkaline battery.

Be sure to try FUNTRONICS™ **JACKS™**, an electronic game that is like the real thing. Sold separately.

90 DAY LIMITED WARRANTY

Mattel Toys warrants to the original consumer purchaser of any of its Electronic Toys that the product will be free of defects in material or workmanship for 90 days from the date of purchase.

During the 90-day warranty period the product will either be repaired or it will be replaced with a reconditioned model of equivalent quality (at our option) without charge to the purchaser when returned either to the dealer with proof of the date of purchase, or when returned prepaid and insured, with proof of the date of purchase, to Mattel Electronics Repair Center, 5150 Rosecrans Avenue, Hawthorne, CA 90250.

Units returned without proof of the date-of-purchase, or units returned after the 90-day warranty period has expired, will either be repaired, or replaced with a reconditioned model of equivalent quality (at our option), for a service charge of \$10.00. Payment must be made by check or money order. This out-of-warranty service will only be available for one year from the date of purchase. All out-of-warranty units must be returned postage prepaid and insured to Mattel Electronics Repair Center.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state. This warranty does not cover damage resulting from accident, unreasonable use, neglect, unauthorized service or other causes not arising out of defects in material or workmanship.

HOW TO GET SERVICE FROM THE MATTEL ELECTRONICS REPAIR CENTER ON YOUR ELECTRONIC TOY DURING AND AFTER THE 90-DAY WARRANTY PERIOD.

During the 90-Day Warranty Period, you may have a defective toy replaced at the dealer from which it was purchased. If, however, during this 90-Day Warranty Period, you choose to obtain repair or replacement service from the Mattel Electronics Repair Center, please make the arrangements described below.

1. Pack the product carefully in the original box. If the box is not available, use a good carton with plenty of newspaper or other padding all around and tie it securely.
2. Carefully print on the box or carton the following name and address: **MATTEL ELECTRONICS REPAIR CENTER, 5150 ROSECRANS AVENUE, HAWTHORNE, CALIFORNIA 90250.** Also don't forget to show your return address.
3. Put parcel post stamps on the package; insure the package; then mail.

After the 90-Day Warranty Period and up to one year from the date-of-purchase, do all of the above plus enclose your check or money order for \$10.00 as payment for the repair service.